

Fig. 1

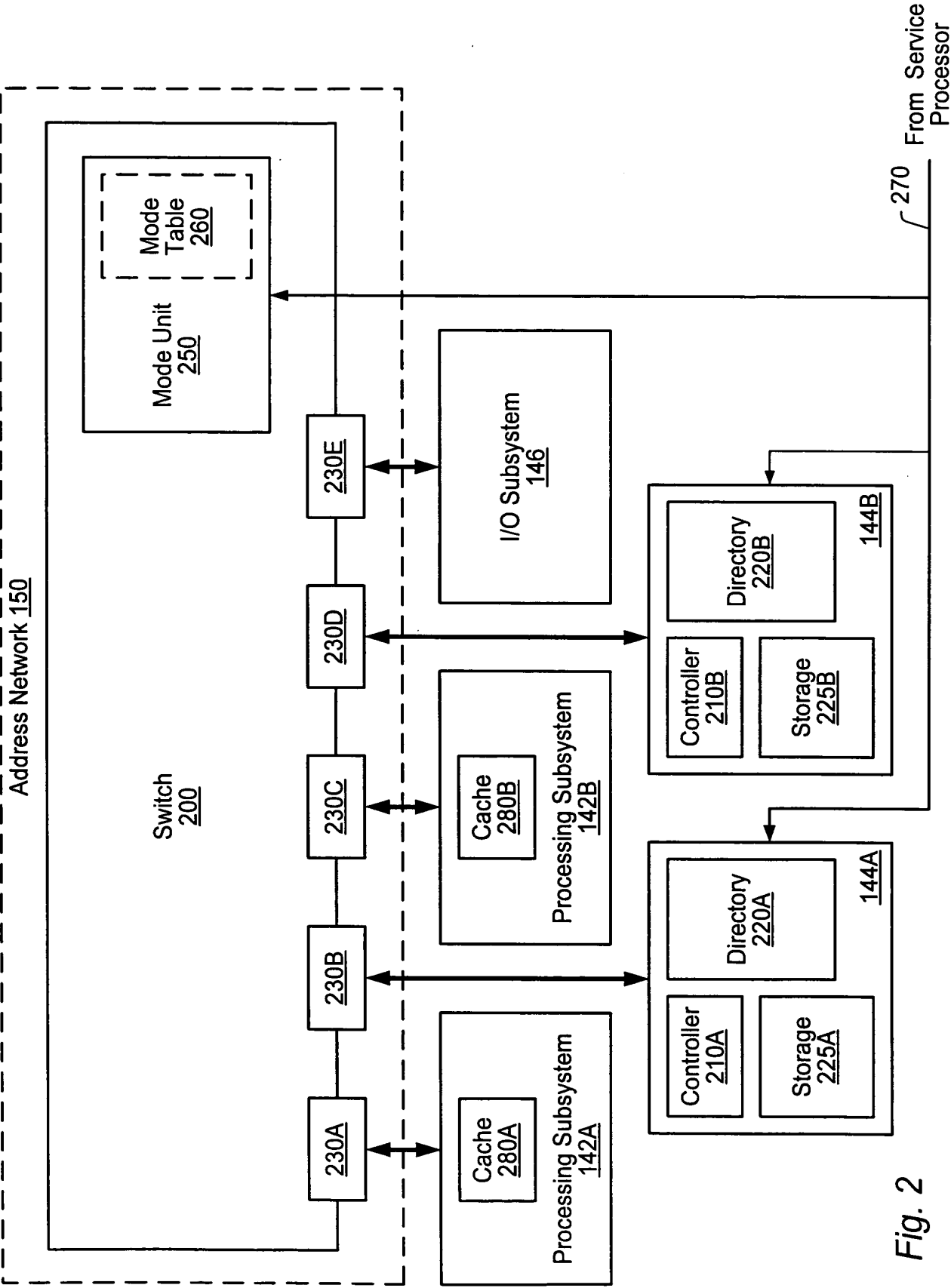


Fig. 2

260

	Address Range <u>502</u>	Home <u>504</u>	Mode <u>506</u>
510A	A	Client 3	PTP
510B	B	Client 3	BC
510C	C	Client 1	PTP
510D	D	Client 4	PTP
510E	E	Client 3	BC
510F	F	Client 2	BC
510G	G	Client 5	PTP
	.	.	.
	.	.	.
	.	.	.

Fig. 3

220A

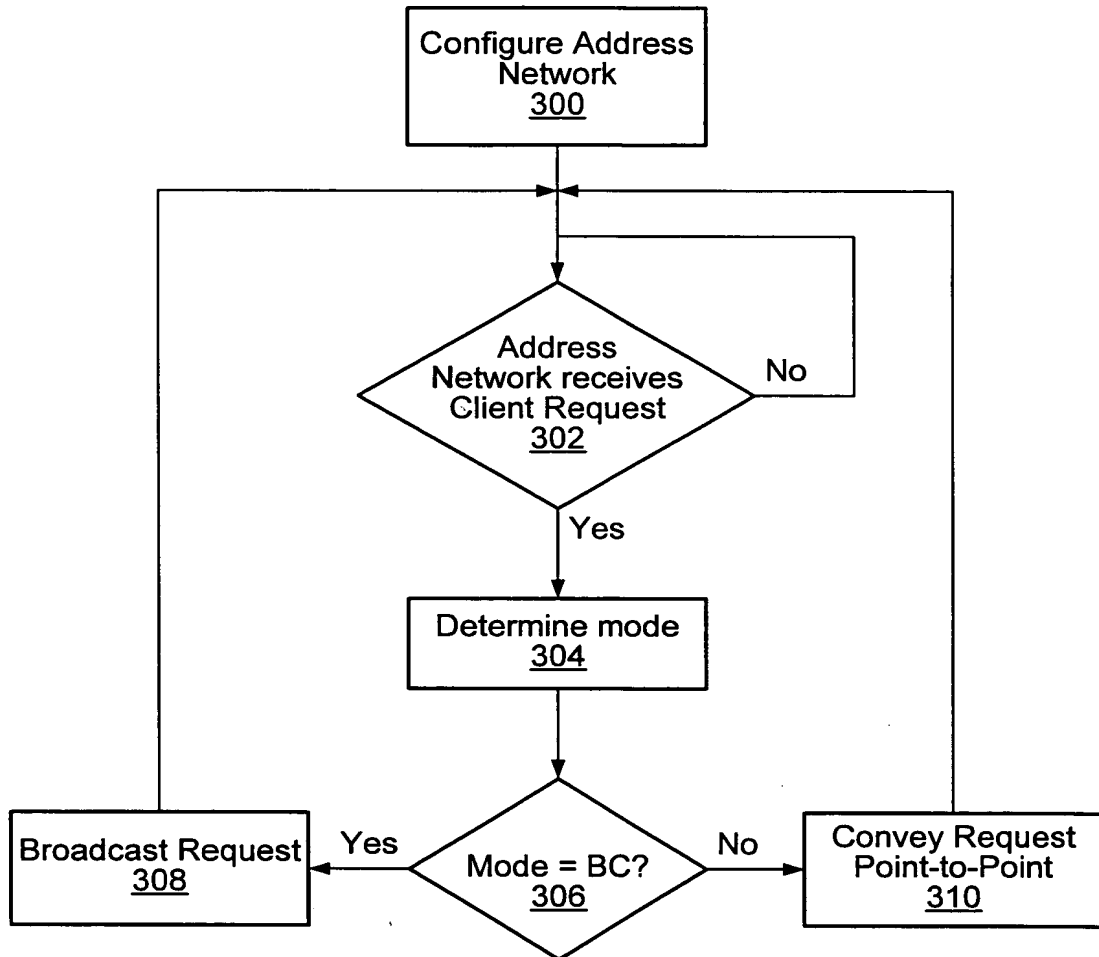
Address 602	Client 1 604	Client 2 606	Client 3 608	Client 4 610	Client 5 612	Owner 614
620A — Aa	I	I	M	I	I	Client 3
620B — Ab	I	I	M	I	I	Client 3
620C — Ac	I	I	M	I	I	Client 3
620D — Ad	O	I	S	S	I	Client 1
620E — Ae	S	I	S	S	I	None
620F — Af	S	I	O	I	I	Client 3
620G — Ag	I	I	I	M	I	Client 4
.
.
.

Fig. 4

220B

Address <u>602</u>	Client 1 <u>604</u>	Client 2 <u>606</u>	Client 3 <u>608</u>	Client 4 <u>610</u>	Client 5 <u>612</u>	Owner <u>614</u>
620A — Aa	I	I	W	I	I	Client 3
620B — Ab	I	I	W	I	I	Client 3
620C — Ac	I	I	W	I	I	Client 3
620D — Ad	R	I	R	R	I	Client 1
620E — Ae	R	I	R	R	I	None
620F — Af	R	I	R	I	I	Client 3
620G — Ag	I	I	I	W	I	Client 4
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.
.

Fig. 4A

*Fig. 5*

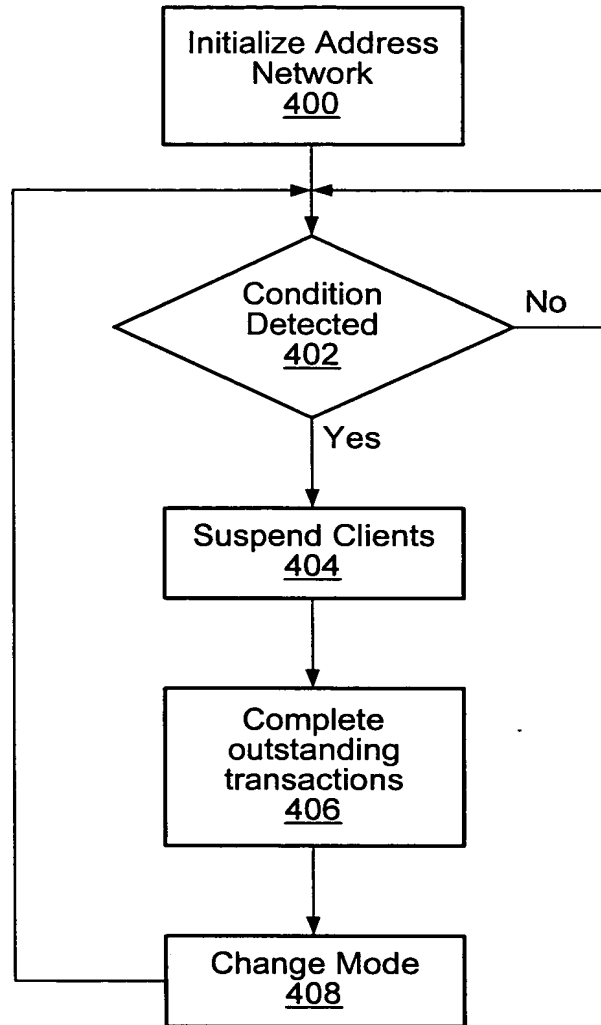


Fig. 6

Packet Type	Full Name	Address Space		Description
		Cacheable	I/O	
RTS	ReadToShare	Y		Requests read-only copy of cache line
RTO	ReadToOwn	Y		Requests writable copy of cache line
RTWB	ReadToWriteBack	Y		Requests to receive writable copy of cache line and send cache line to memory
RS	ReadStream	Y		Request read-once copy of cache line
WS	WriteStream	Y		Request to write entire cache line and send to memory
WB	WriteBack	Y		Request to send cache line from owning device to memory, device does not keep copy
WBS	WriteBackShared	Y		Request to send cache line from owning device to memory, device keeps read-only copy
RIO	ReadIO		Y	Request to read IO locations
WIO	WriteIO		Y	Request to write IO locations
INT	Interrupt			Sends an interrupt, target is specified by address

Fig. 7

Transaction Type	Initiator Receives	Initiator Sends
RTS	DATA	
RTO	DATA	
RTWB	DATA & PRN	DATA
RS	DATA	
WS	ACK & PRN	DATA
WB	PRN	DATA or NACK
WBS	PRN	DATA or NACK

Fig. 8

Transaction Type	Initiator Receives	Initiator Sends
RIO	DATA	
WIO	PRN	DATA
INT	PRN or NACK	DATA or Nothing

Fig. 9

Access Rights Symbol	Access Rights Name	Description	Data Present?
W	Write	Read and Write	Yes
A	All-Write	Write-only, must write entire cache line	Yes (or ACK)
R	Read	Read-only	Yes
T	Transient-Read	Read-only, read can be reordered	Yes
I	Invalid	No access rights	Yes or No

Fig. 10A

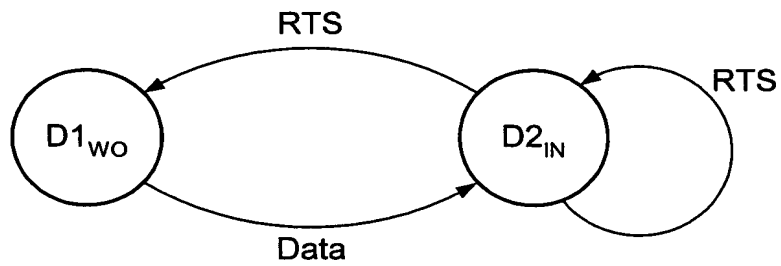
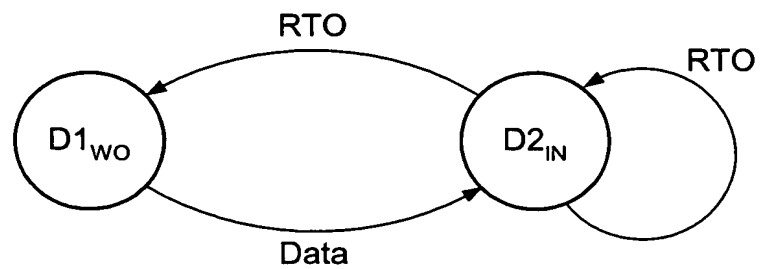
Ownership Status Symbol	Ownership Status Name	Description	Data Present?
O	Owner	Owens cache line	Yes or No
N	Not Owner	Does not own cache line	Yes or No

Fig. 10B

Access Right	Ownership Status
W	O
R	O
I	O
W	N
A	N
R	N
T	N
I	N

Fig. 10C

Transaction Type	New Owner
RTS	Previous Owner
RTO	Initiator
RTWB	Memory
RS	Previous Owner
WS	Memory
WB	Memory (or Previous Owner)
WBS	Memory (or Previous Owner)

Fig. 11*Fig. 12A**Fig. 12B*

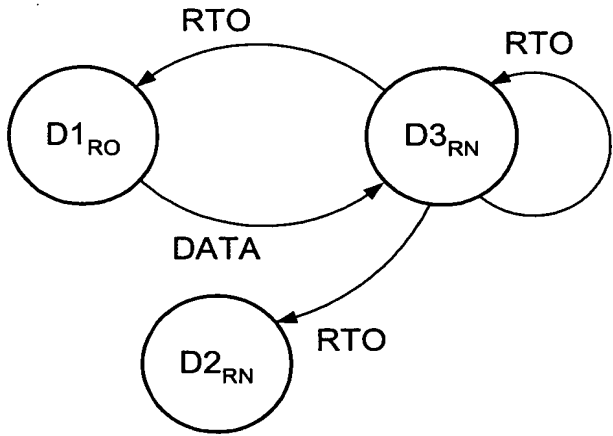


Fig. 12C

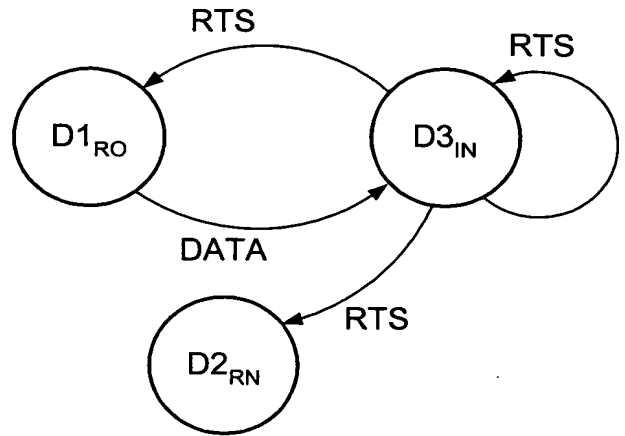


Fig. 12D

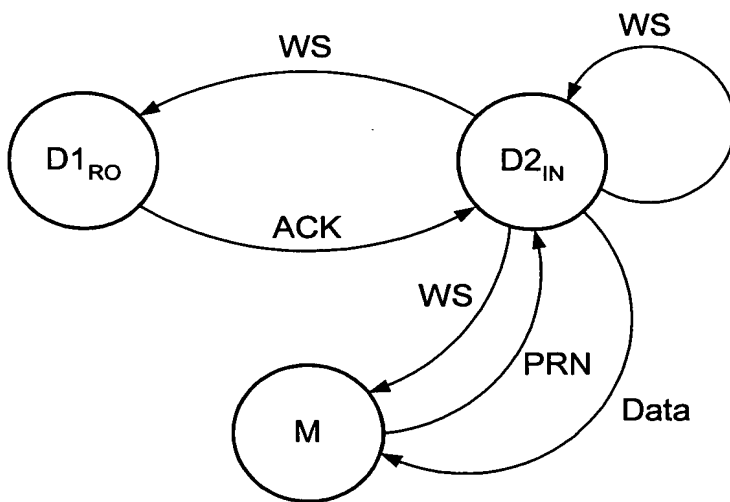


Fig. 12E

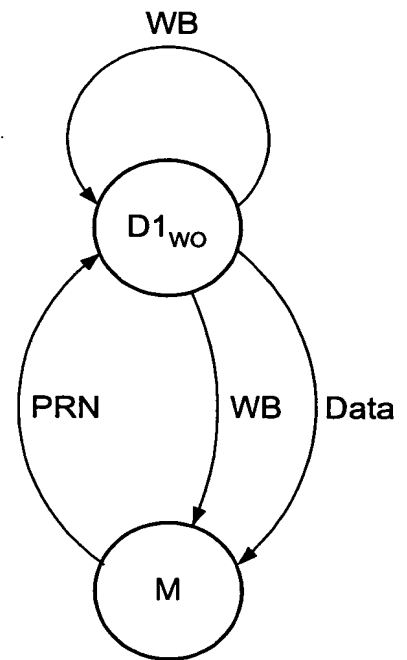
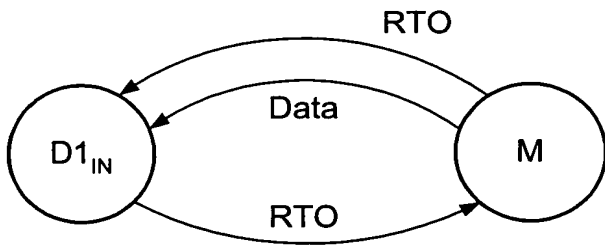
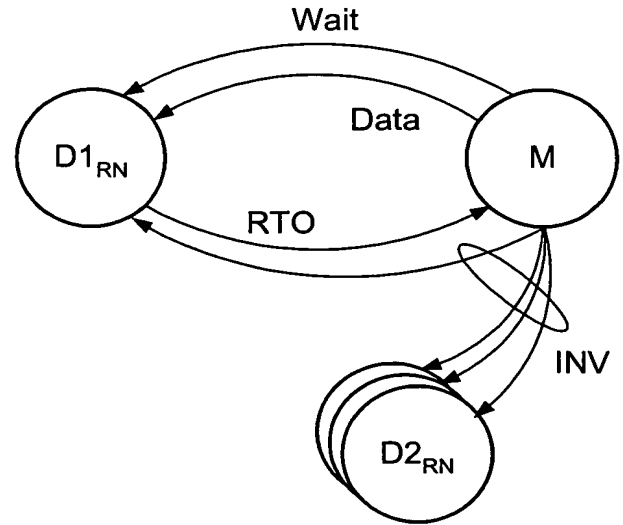
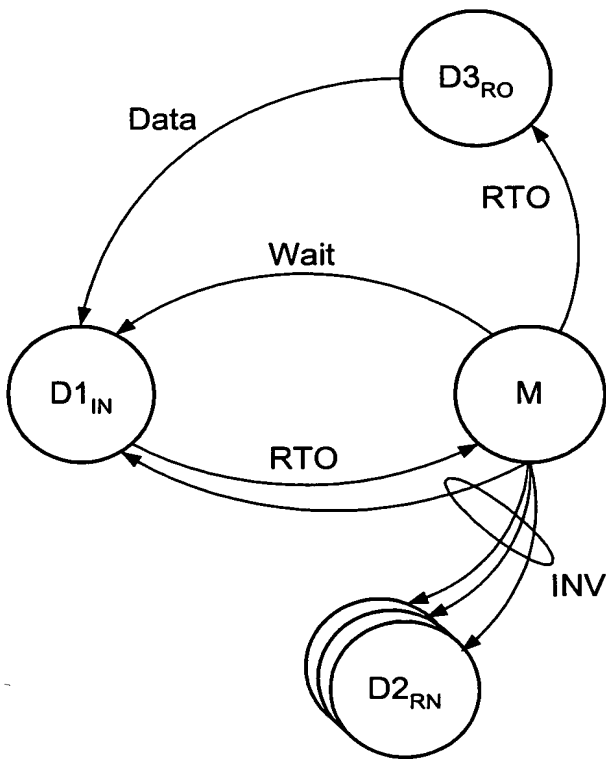
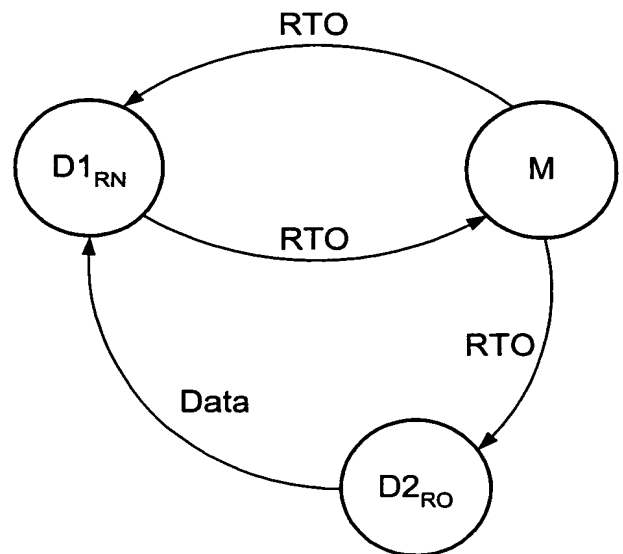


Fig. 12F

*Fig. 13A**Fig. 13B**Fig. 13C**Fig. 13D*

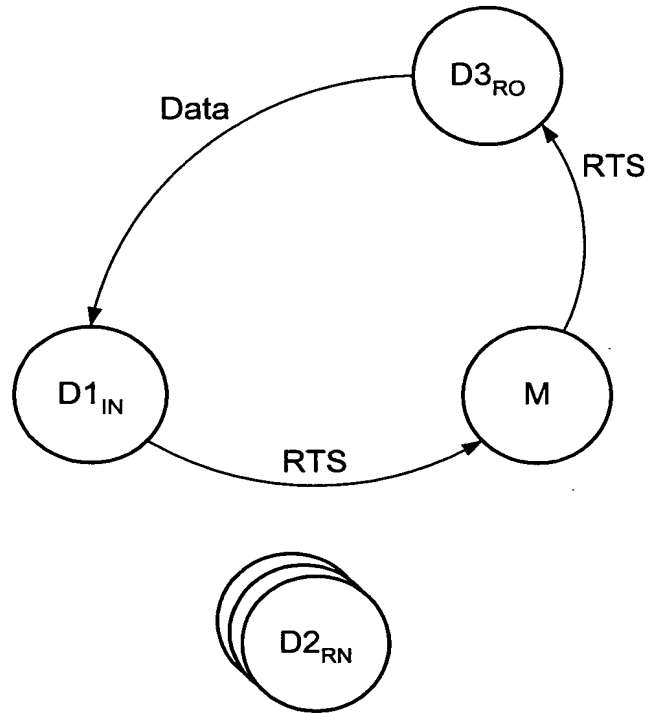


Fig. 13E

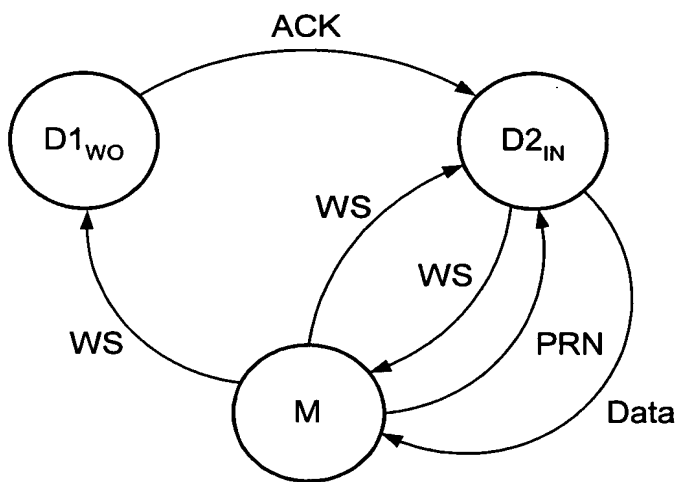


Fig. 13F

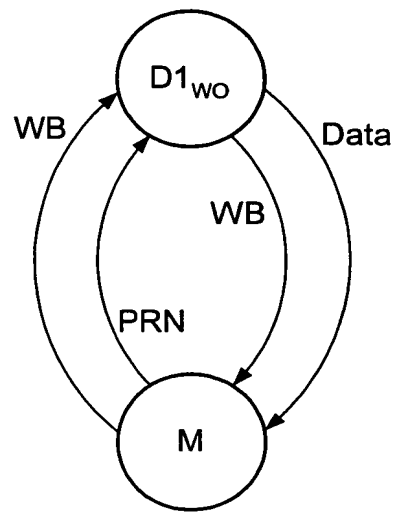
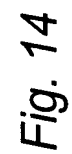
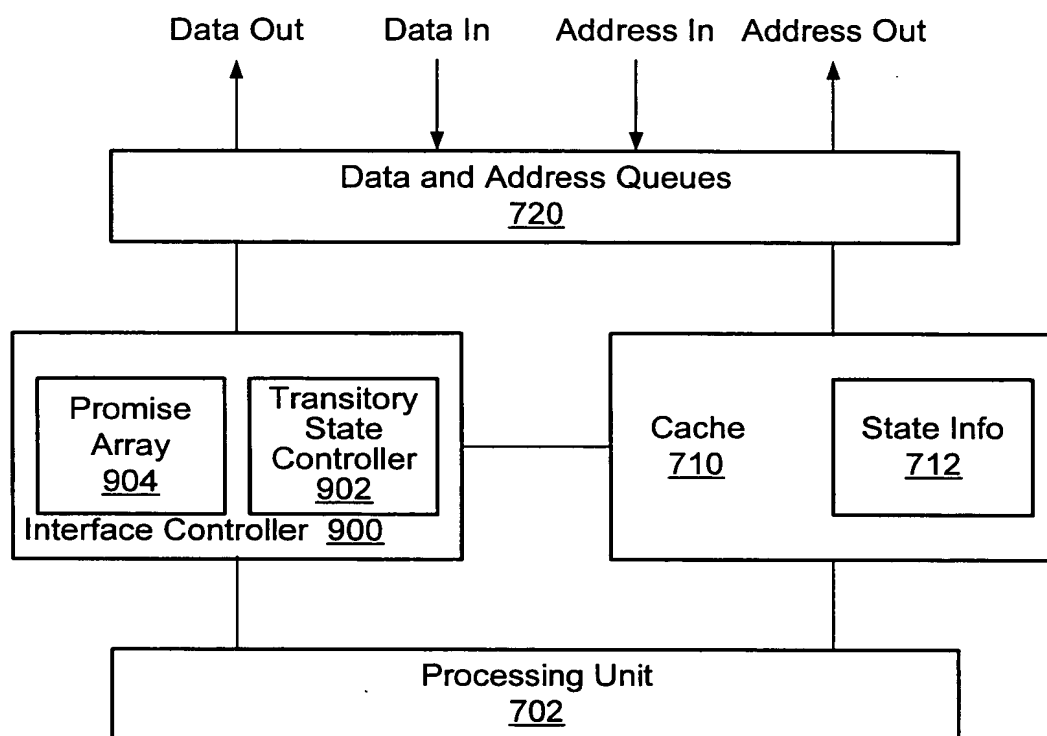


Fig. 13G



*Fig. 15*

StateDescription	
WO _{fh}	Waiting for WAIT and ACK for local WS, has write access and ownership
WO	Stable state with write access and ownership
RO _{fh}	Waiting for WAIT and ACK for local WS, has read access and ownership
RO _e	Waiting for DATA for local RTO, has read access and ownership
RO _{de}	Waiting for INV and DATA for local RTO, has read access and ownership
RO _d	Waiting for INV for local RTO, has read access and ownership
RO _{ce}	Waiting for WAIT and DATA for local RTO, has read access and ownership
RO	Stable state with read access and ownership
IO _e	Waiting for DATA for local RTO, has no access rights, has ownership
IO _{de}	Waiting for INV and DATA for local RTO, has no access rights, has ownership
IO _d	Waiting for INV for local RTO, has no access rights, has ownership
WN _j	Able to send DATA/NACK for local WB/WBS, has write access and no ownership
WN _i	Able to send DATA for local RTWB, write access, no ownership
WN _h	Waiting for ACK for local WS, has write access, no ownership
WN _e	Waiting for WAIT for local RTO, has write access, no ownership
WN	Stable state with write access, no ownership (caused by foreign transaction that took ownership, but for which no copyback has yet been performed)
AN _i	Able to send DATA for local WS after performing write to entire cache line, no ownership
RN _j	Able to send DATA/NACK for local WB/WBS, has read access and no ownership
RN _h	Waiting for ACK for local WS, has read access, no ownership
RN _g	Waiting for INV for local WS, has read access, no ownership
RN _e	Waiting for DATA for local RTO, has read access, no ownership
RN _{de}	Waiting for INV and DATA for local RTO, has read access, no ownership
RN _d	Waiting for INV for local RTO, has read access, no ownership
RN _{ce}	Waiting for WAIT and DATA for local RTO, has read access, no ownership
RN _{cd}	Waiting for WAIT and INV for local RTO, has read access, no ownership
RN	Stable state with read access, no ownership
TN	Performing read(s), which may be reordered, for local RTS or RS, no ownership
IN _k	Waiting for RTO, RTWB, WS, WB or WBS after receiving an ERR or ERR _L . No access rights, no ownership
IN _j	Able to send DATA/NACK for local WB/WBS, has no access and no ownership
IN _h	Waiting for ACK for local WS or for DATA for local RTWB, has no access rights, no ownership
IN _g	Waiting for INV for local WS or for INV for local RTWB, has no access rights, no ownership
IN _e	Waiting for DATA for local RTO, has no access rights, no ownership
IN _{de}	Waiting for INV and DATA for local RTO, has no access rights, no ownership
IN _d	Waiting for INV for local RTO, has no access rights, no ownership
IN _{ce}	Waiting for WAIT and DATA for local RTO, has no access rights, no ownership
IN _{cd}	Waiting for WAIT and INV for local RTO, has no access rights, no ownership
IN _a	Waiting for DATA for local RTS, DATA may grant read access, has no access rights, no ownership
IN	Stable state with no access rights, no ownership

Fig. 15A

Action Code	Meaning	Comments
/a	Commit to send an ACK packet as a copyback by appending an entry for the received foreign packet in a copyback list. Set copy tag to I.	ACK packet may be sent from any state that allows copyback packets to be sent. It must be sent within a finite time of first entering such a state, regardless of what other packets have been received.
c/	Commit to send DATA and/or ACK packets for all outstanding copybacks for this cache line. Next, set copy tag to W. Then, perform state transition based on current state & local packet being received	If sending copybacks changes the state from a state X to a state Y, the local packet being received will be received in state Y (and as a result, the entry for state Y in the table must be consulted to determine the state transition caused by receiving the local packet).
/d	Commit to send DATA packet for local RTWB, WS, WB, or WBS transaction. DATA packet is sent in response to receiving a PRN packet for this transaction.	DATA packet may not be sent until a PRN packet is received. It must be sent within finite time of receiving the PRN packet & having entered a state that permits the packet to be sent, regardless of what other packets have been received.
e/	Clear outstanding copyback commitments for this line by removing them from the copyback list. Do not send DATA or ACK packets for entries that were on the copyback list. Next, perform state transition based on current state & local packet being received.	The action code is used in response to receiving an ERR or ERRL packet. If an ERR packet was received in place of a PR or PRACK packet, or if an ERRL packet was received in place of a DATAP packet, a DATA packet may be sent to the error device.
/i	Commit to send a DATA packet as a copyback by appending an entry for the received foreign packet in the copyback list. Set copy tag to I.	DATA packet may be sent from any state that allows copyback packets to be sent. It must be sent within finite time of first entering such a state, regardless of what other packets have been received.
/j	Set write tag to I.	
/n	Commit to send NACK packet for local WB or WSB transaction & set write tag to W. NACK packet is sent in response to receiving a PRN packet for this transaction.	NACK packet may be sent at any time after receiving the PRN packet. It must be sent within finite time of receiving the PRN packet, regardless of what other packets have been received.
/r	Commit to send DATA packet as a copyback by appending an entry for the received foreign packet in the copyback list. If copy tag is W, set copy tag to R.	DATA packet may be sent from any state that allows copyback packets to be sent. It must be sent within finite time of first entering such a state, regardless of what other packets have been received.
/s	Set write tag to R.	
/w	Commit to send DATA packet as a copyback by appending an entry for the received foreign packet in the copyback list.	DATA packet may be sent from any state that allows copyback packets to be sent. It must be sent within finite time of first entering such a state, regardless of what other packets have been received.
/y	If copy tag is R, set copy to I.	Used to record invalidating transactions while a copyback for a foreign memory remap is pending.
/z	If write tag is R, set write to I.	Used to record invalidating transactions while a local WBS transaction is pending.

Fig. 15B

[illegible]

19 / 43

[illegible]

Fig. 15C
(Continued)

REPLACEMENT SHEET

20 / 43

Old State	Receive							Send DATA or ACK copyback packet		
	RS	RTS	RTO/ RTWB	WS	INV	MRM	MDM	Copy tag W	Copy tag R	Copy tag I
WOfh	/w	/r	WNh/i	WNh/a					ROfh	
WO	/w	/r	WN/i	WN/a	/z	WN/r	WN/i		RO	
ROfh	/w	/r	RNh/i	RNh/a						
ROe	/w	/r	RNe/i	RNe/a	IOe	RNe/r	RNe/i			
ROde	/w	/r	RNde/i	RNde/a	IOde					
ROd	/w	/r	RNd/i	RNd/a						
ROce	/w	/r	RNce/i	RNce/a						
RO	/w	/r	RN/i	RN/a	/z	RN/r	RN/i			
IOe	/w	/r	INe/i	INe/a		INe/r	INe/i			
IOde	/w	/r	INde/i	INde/a						
IOd	/w	/r	INd/i	INd/a						
WNI										
WNh									RNh	INh
WNC										
WNj			/yz	/yz	/z		/yz		RNj	INj
WN			/y	/y	/z		/y		RN	IN
ANI										
RNh					INh					INh
RNg										
RNe			/y	/y	INe		/y			
RNde					INde					
RNd										
RNce					INce					INce
RNcd										
RNj			INj	INj	INj		INj			INj
RN			IN	IN	IN		IN			IN
TN										
INh										
INg										
INe			/y	/y			/y			
INde										
INd										
INce										
INcd										
INk										
INj										
INa			IN	IN	IN		IN			
IN										

Fig. 15D

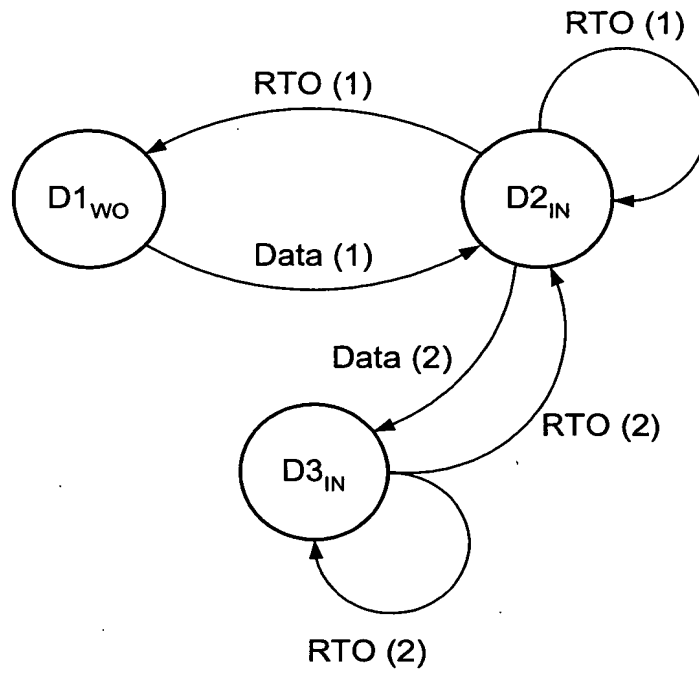


Fig. 16

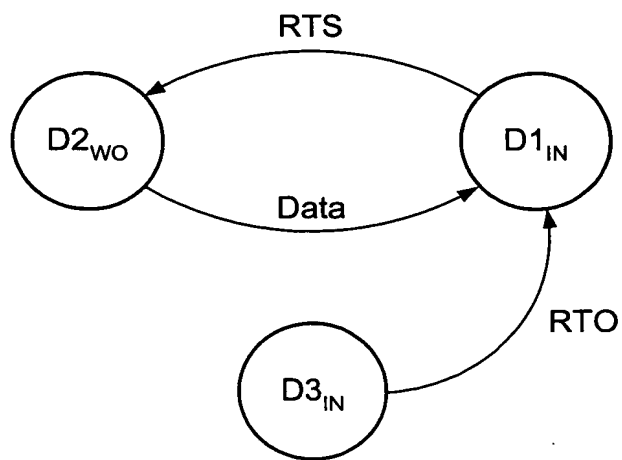


Fig. 17

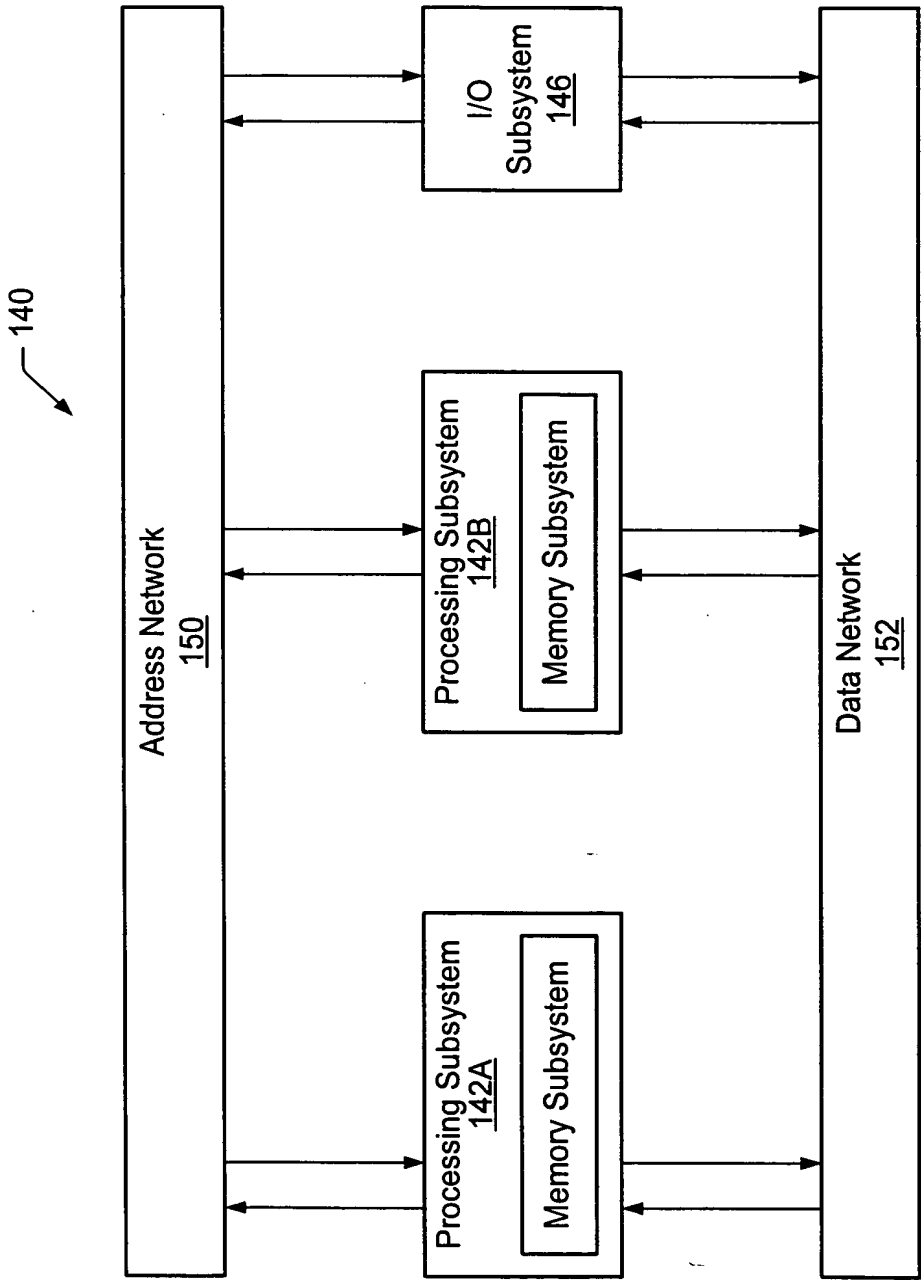


Fig. 18

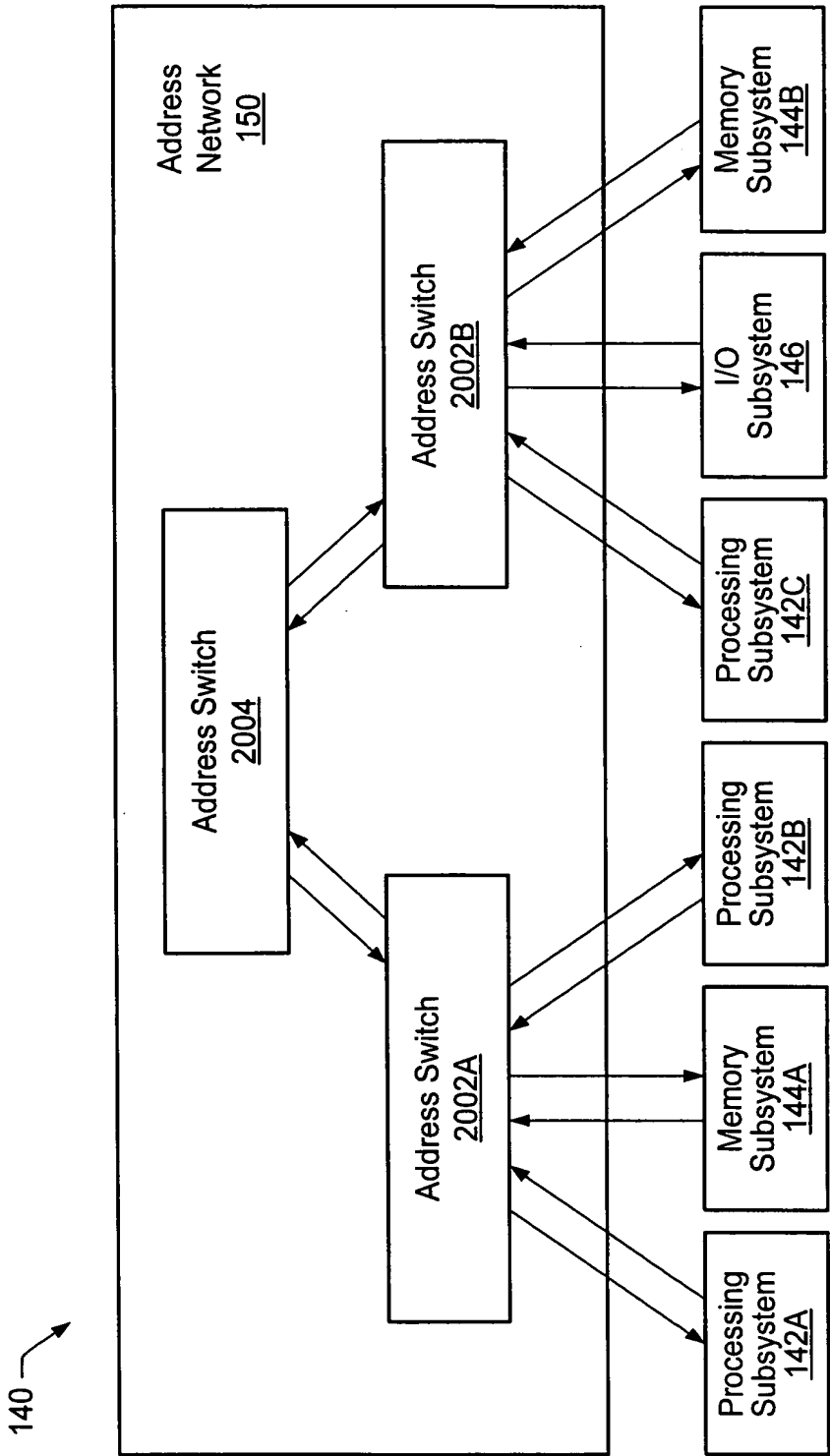


Fig. 19

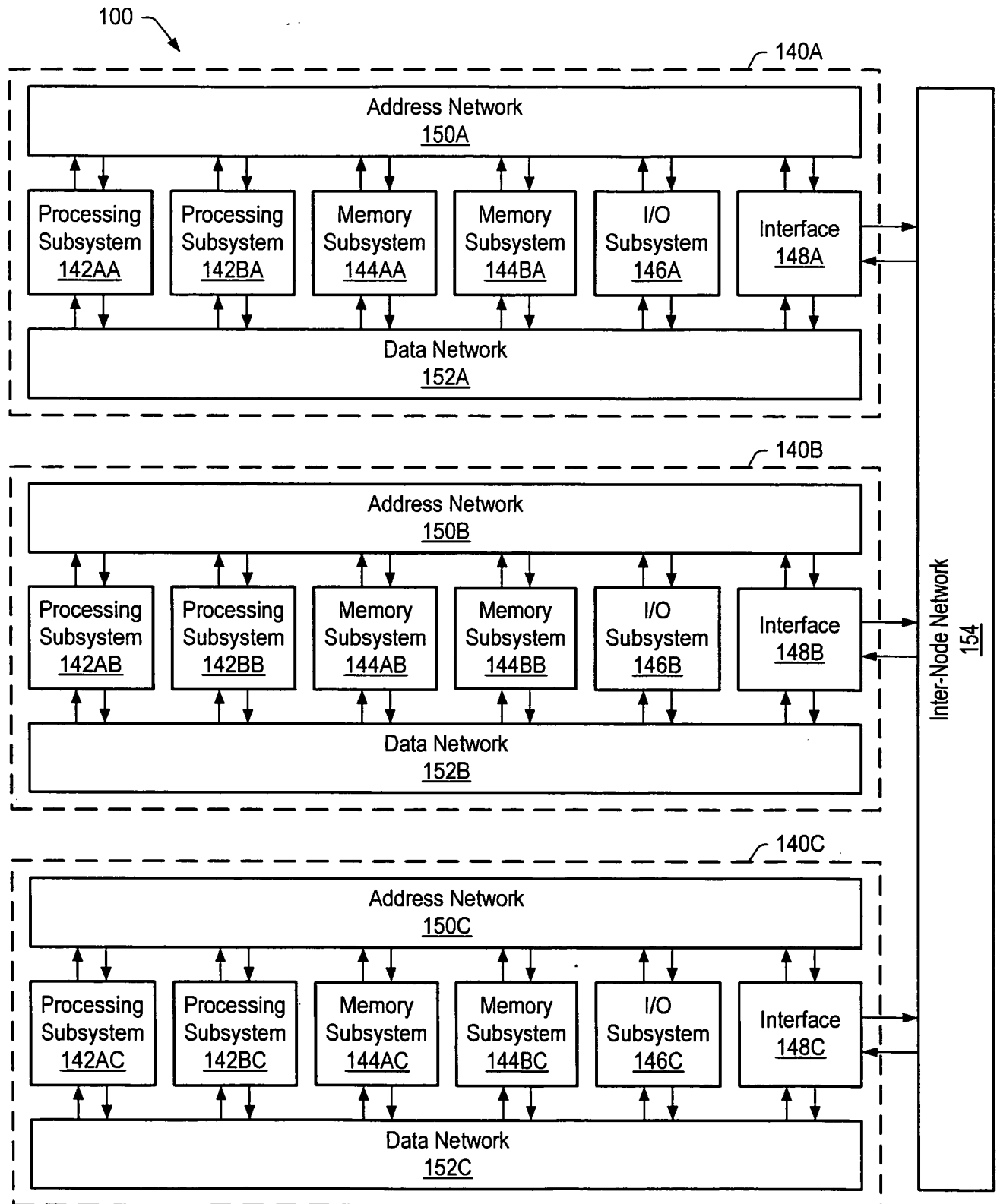


Fig. 20

gTag	Description
gM	The maximum access right within the node is Write Access
gS	The maximum access right within the node is Read Access. No client device in the node can have Write Access.
gI	The maximum access right within the node is Invalid Access. No client device in the node can have Read or Write Access.

Fig. 21

Packet Type	Full Name	Address Space		Description
		Cacheable	I/O	
PRTS	Proxy RTS	Y		Request from an interface in a gS or gi node in response to a RTS request from another node
PRTSM	Proxy RTS Modified	Y		Request from an interface in a gM node in response to a RTS request from another node
PRTOM	Proxy RTO Modified	Y		Request from an interface in a gM node in response to a RTO request from another node
PRTO	Proxy ReadToOwn	Y		Request from an interface in response to a RTO request from another node
PU	Proxy Upgrade	Y		Request from an interface asking memory to supply data for an outstanding RTO
PDU	ProxyDataUpgrade	Y		Request from an interface asking memory to update gTag to gM; interface supplies data for an outstanding RTO
PRSM	Proxy ReadStream Modified	Y		Request from an interface in a gM node in response to RS request from another node
PIM	ProxyInvalidate Modified	Y		Request from an interface in a gM node to invalidate data in caches and memory
PI	ProxyInvalidate	Y		Request from an interface in a gS or gl node to invalidate data in caches and memory
PMR	ProxyMemoryRead	Y		Request from an interface to memory to read coherency state(s) and data or meta-data
PMW	ProxyMemoryWrite	Y		Request from an interface to memory to write coherency state(s) and data or meta-data

Fig. 22

Packet Type	Full Name	Description
DATAM	Data-Meta	Data packet containing data and coherence state information
DATAN	Data-NoPull	Data packet sent in response to PRTSM indicating no PRN will be coming
REP	Report	Report from memory to an interface indicating a transaction to be handled by the interface

Fig. 23

Subtransaction	Preexisting Global Access State	New Global Access State
PRTSM	Modified	Shared
PRTOM	Modified	Invalid
PRT0	Shared, Invalid	Invalid
PU	Shared	Modified
PDU	Shared, Invalid, Modified	Modified
PRSM	Modified	Unchanged
PIM	Modified	Invalid
PI	Shared, Invalid	Invalid
PMR	Shared, Invalid, Modified	Unchanged
PMW	Shared, Invalid, Modified	Equal to new global access state specified in DATAM packet

Fig. 24

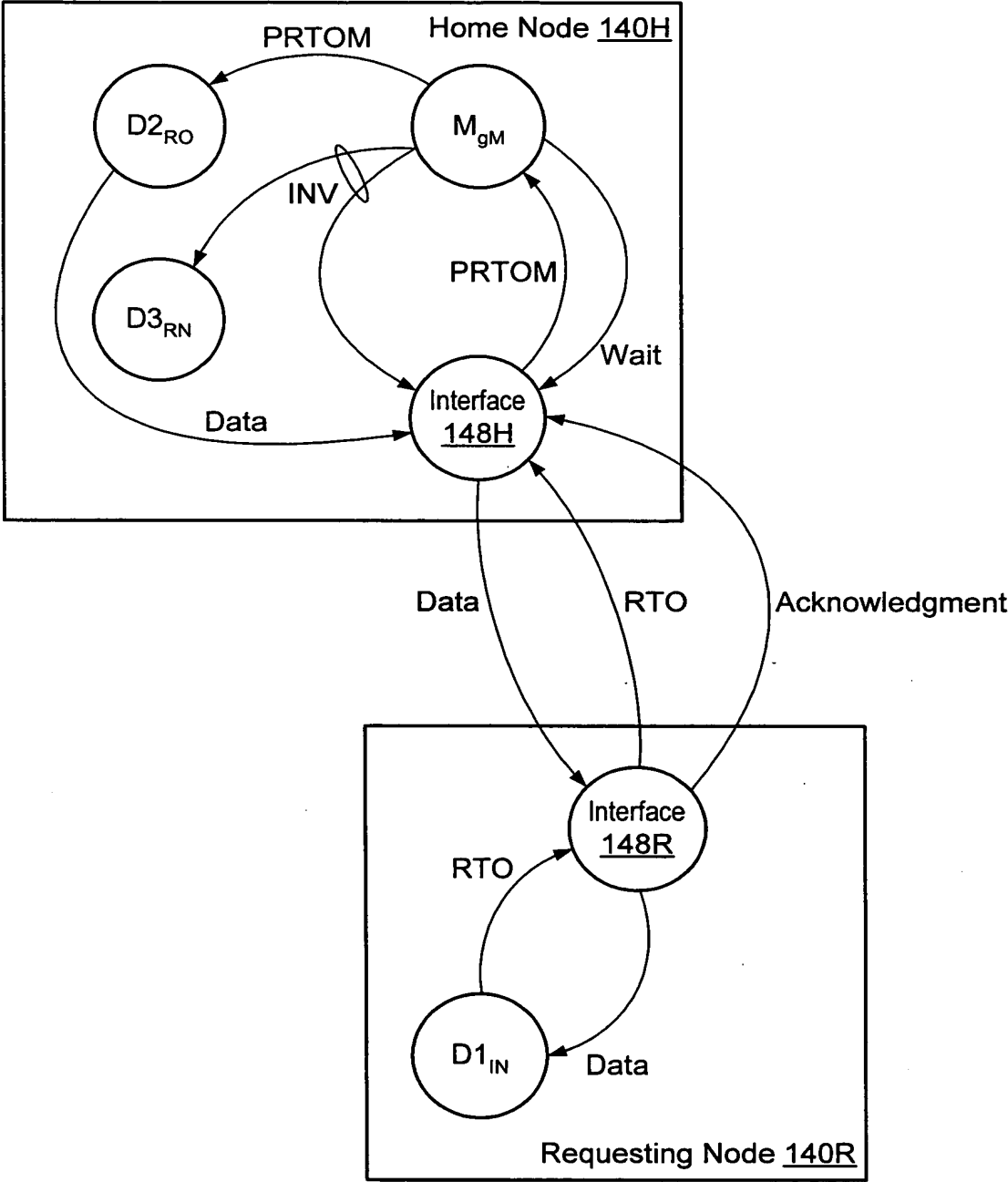


Fig. 25

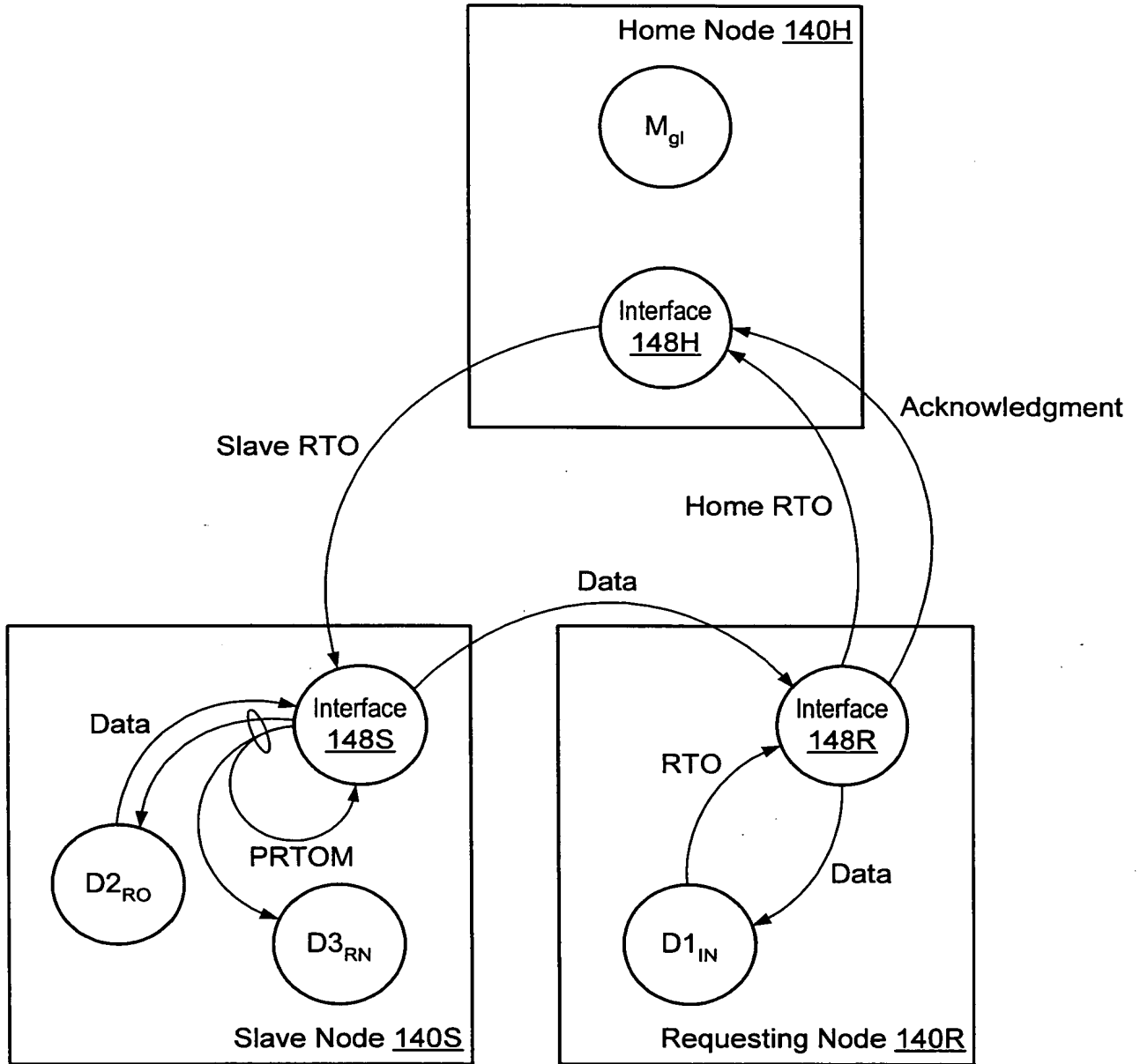


Fig. 26

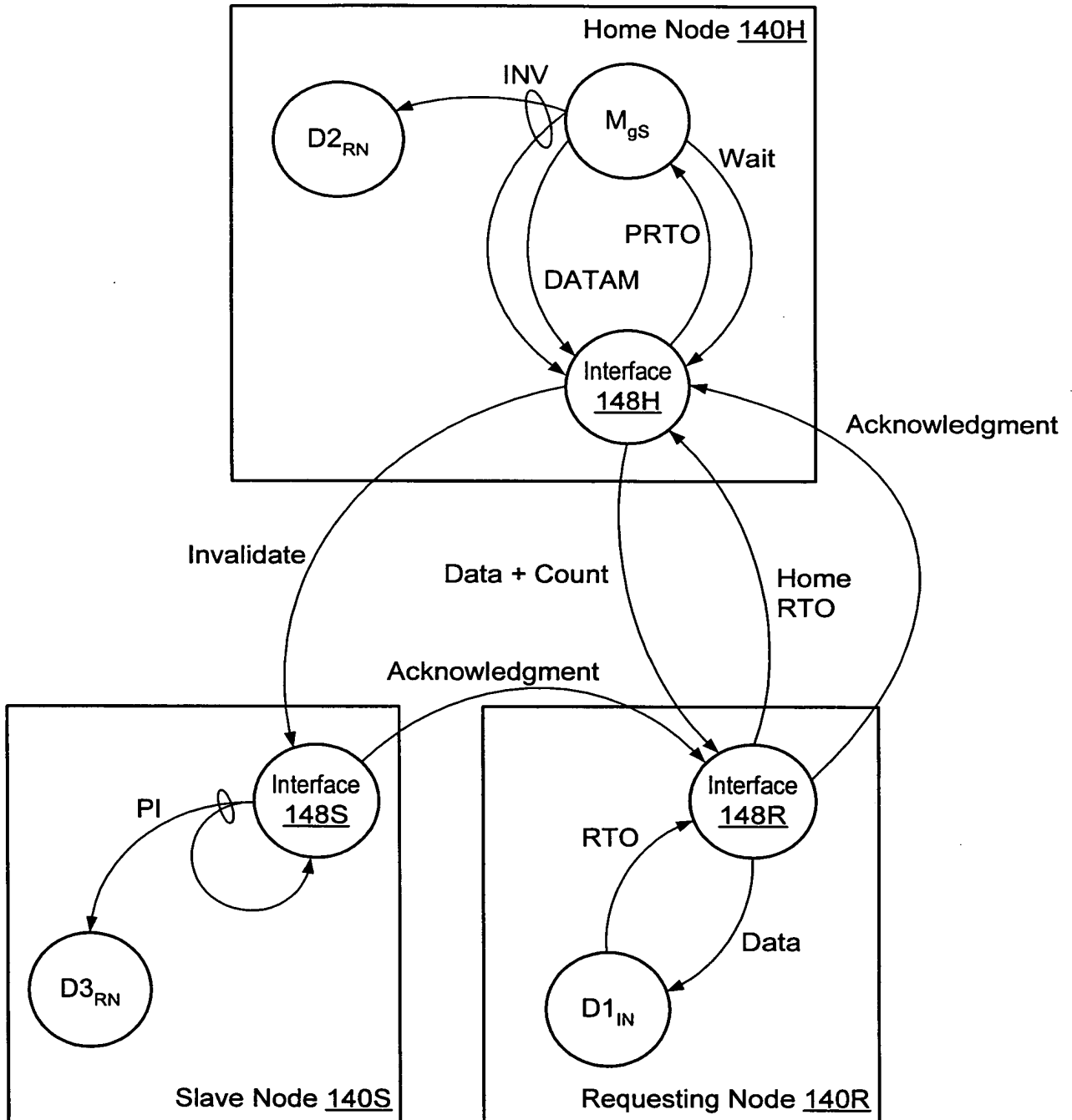


Fig. 27

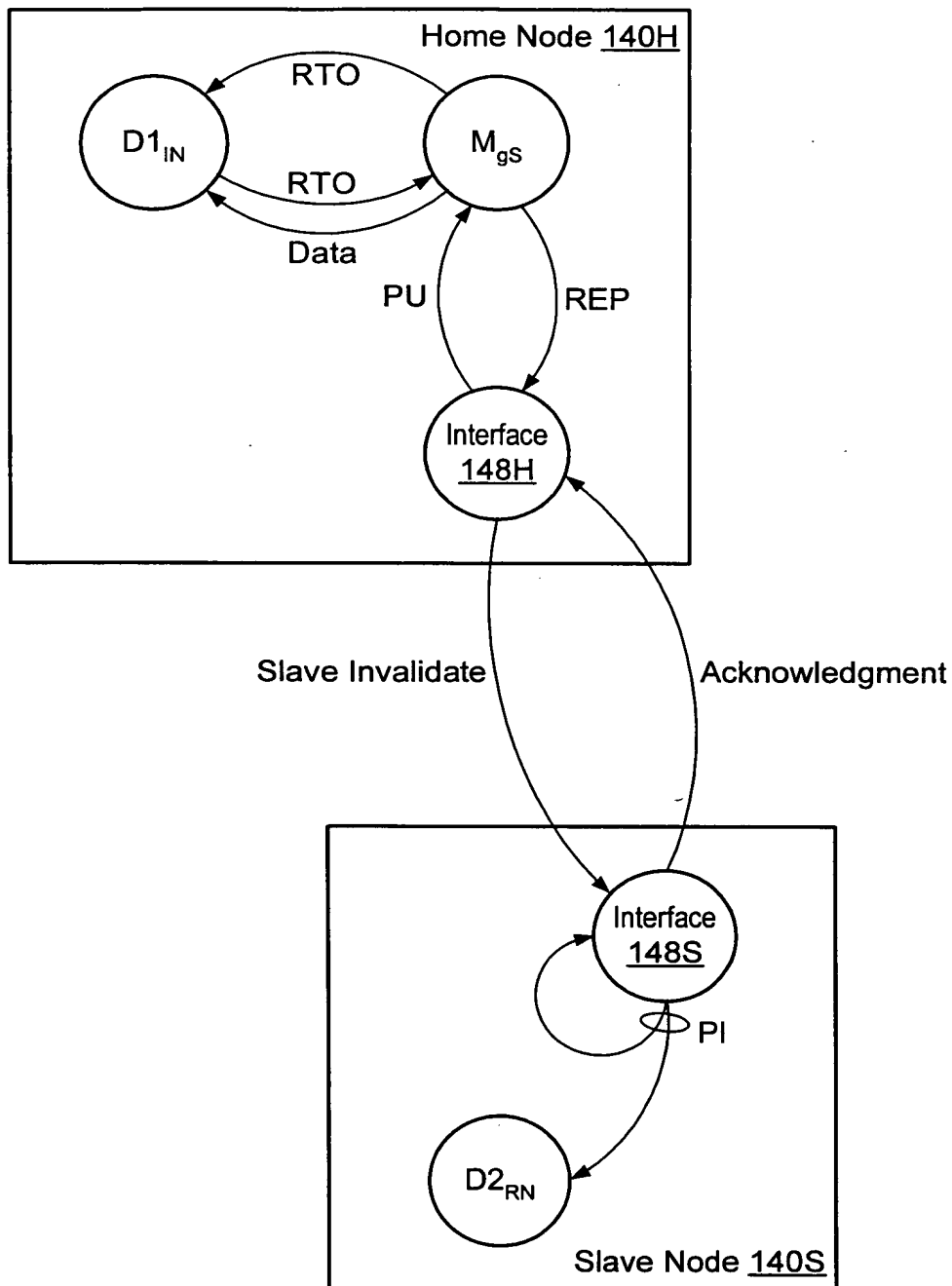


Fig. 28

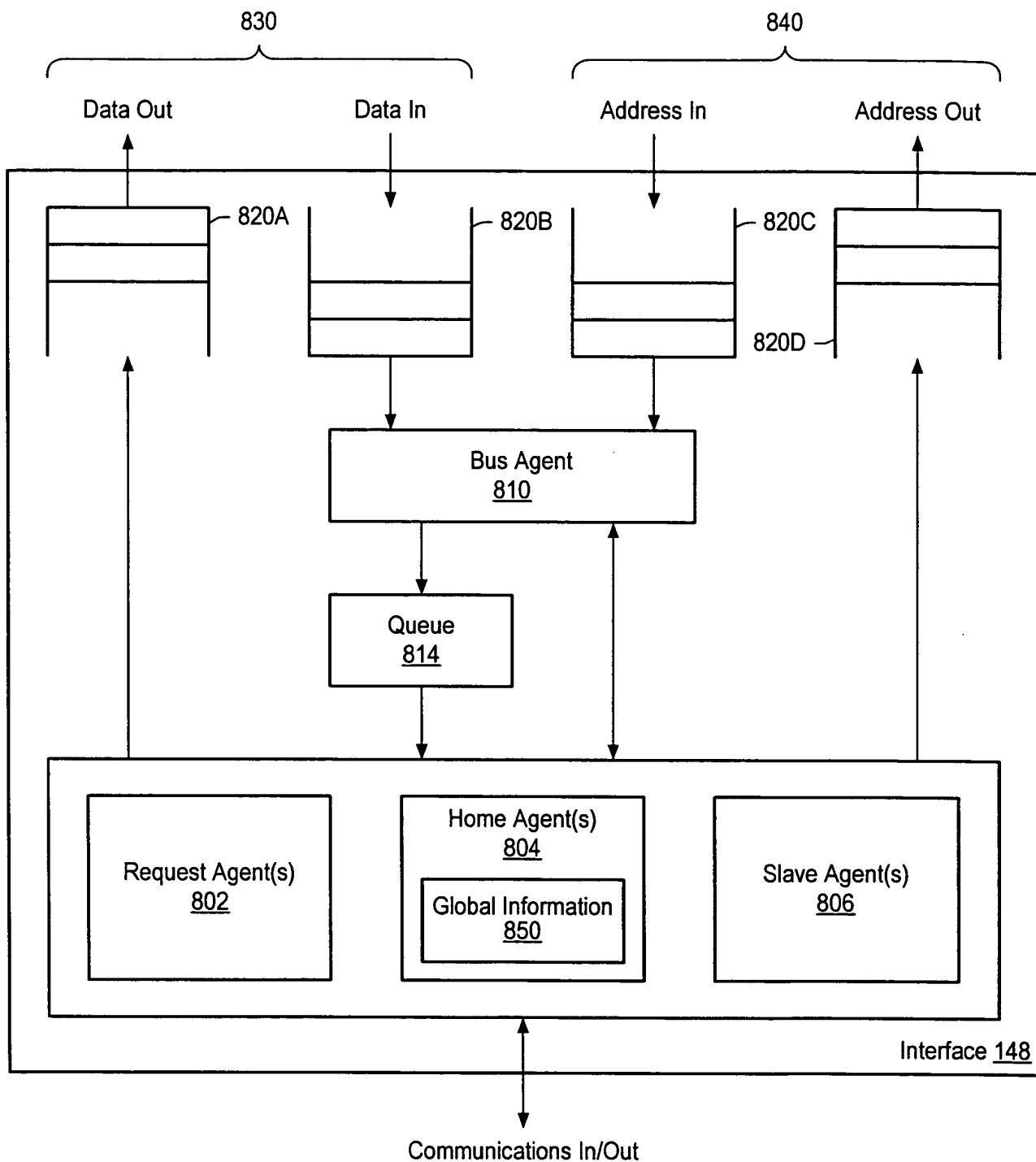


Fig. 29

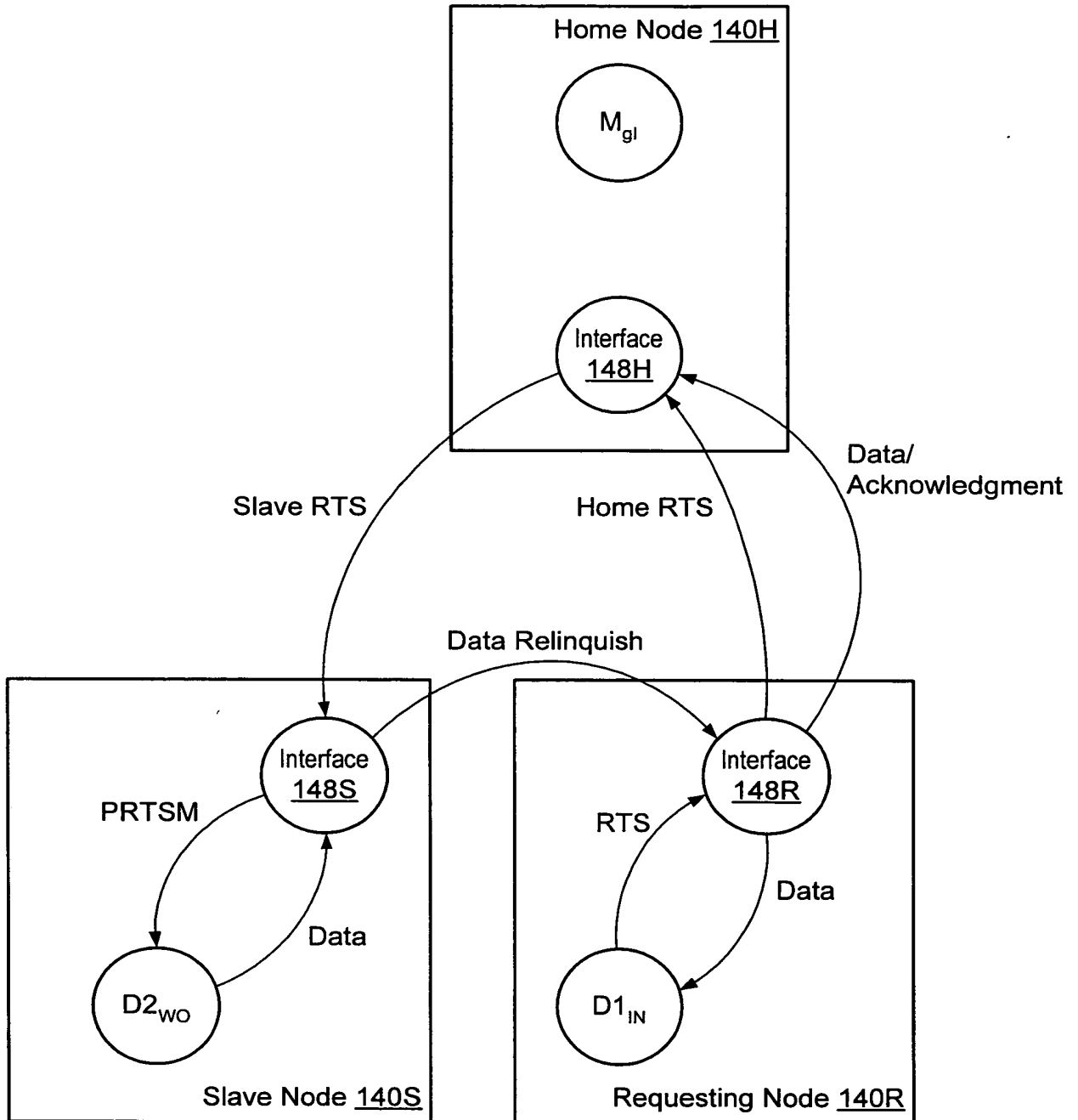


Fig. 30

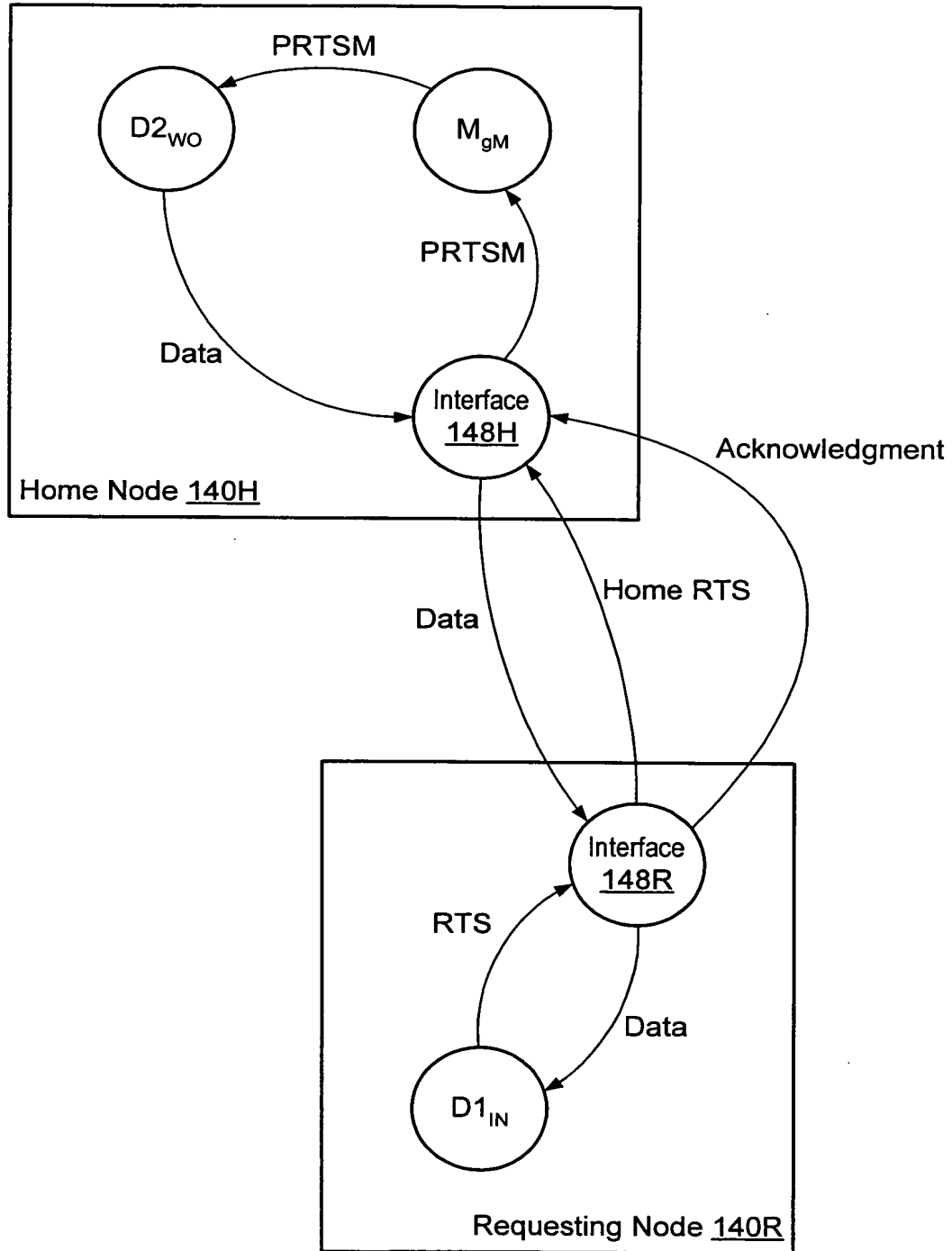


Fig. 31

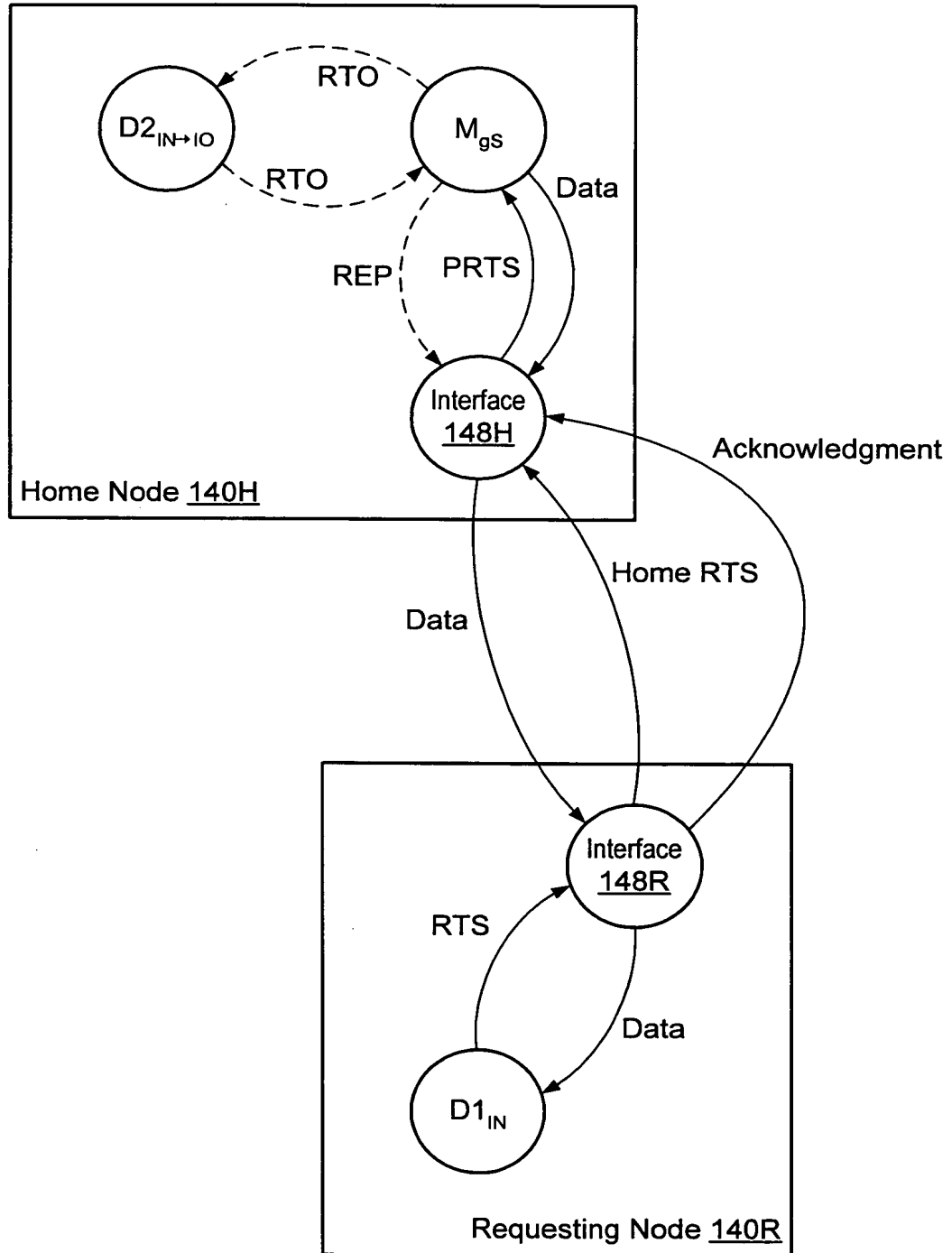


Fig. 32

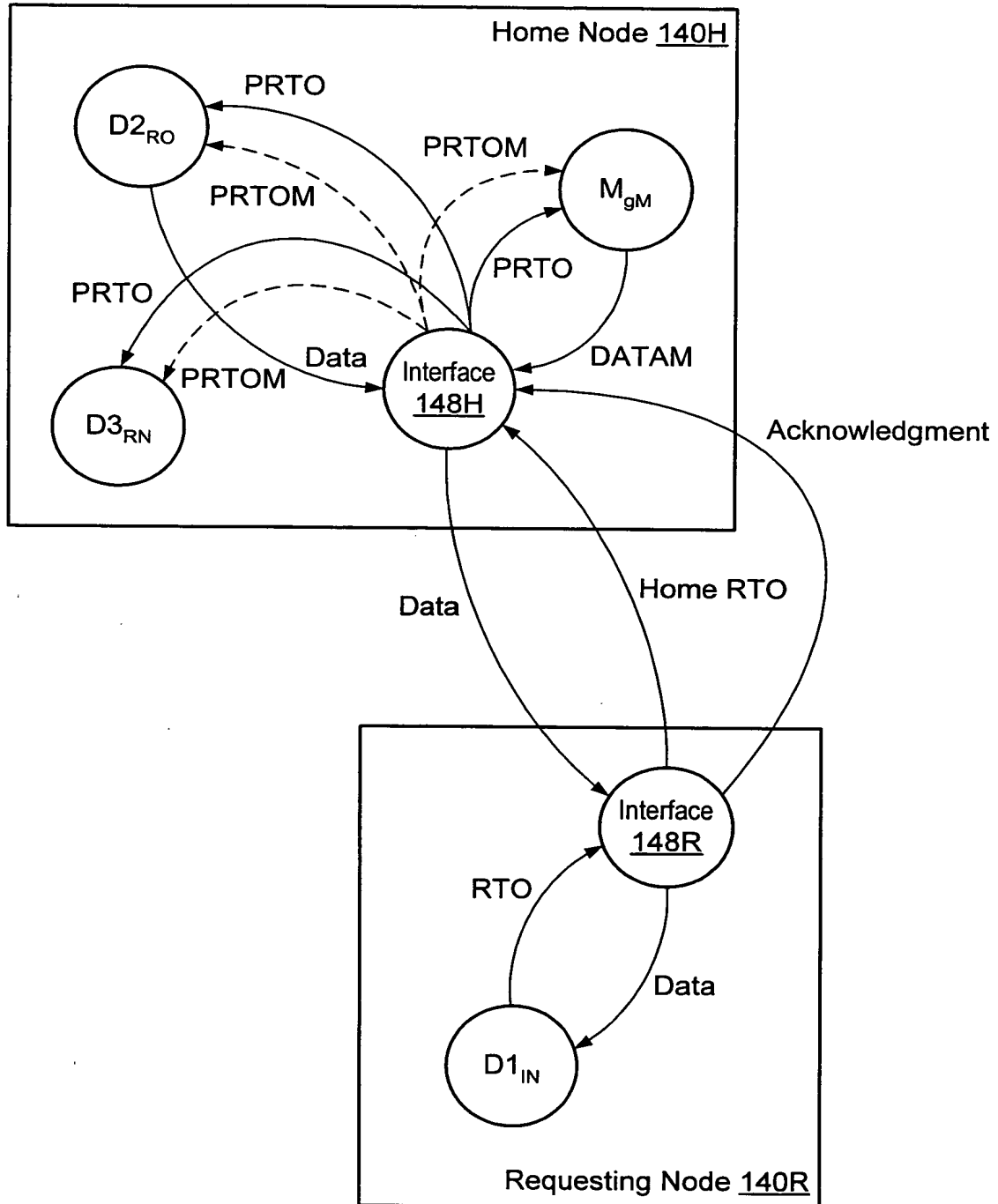


Fig. 33

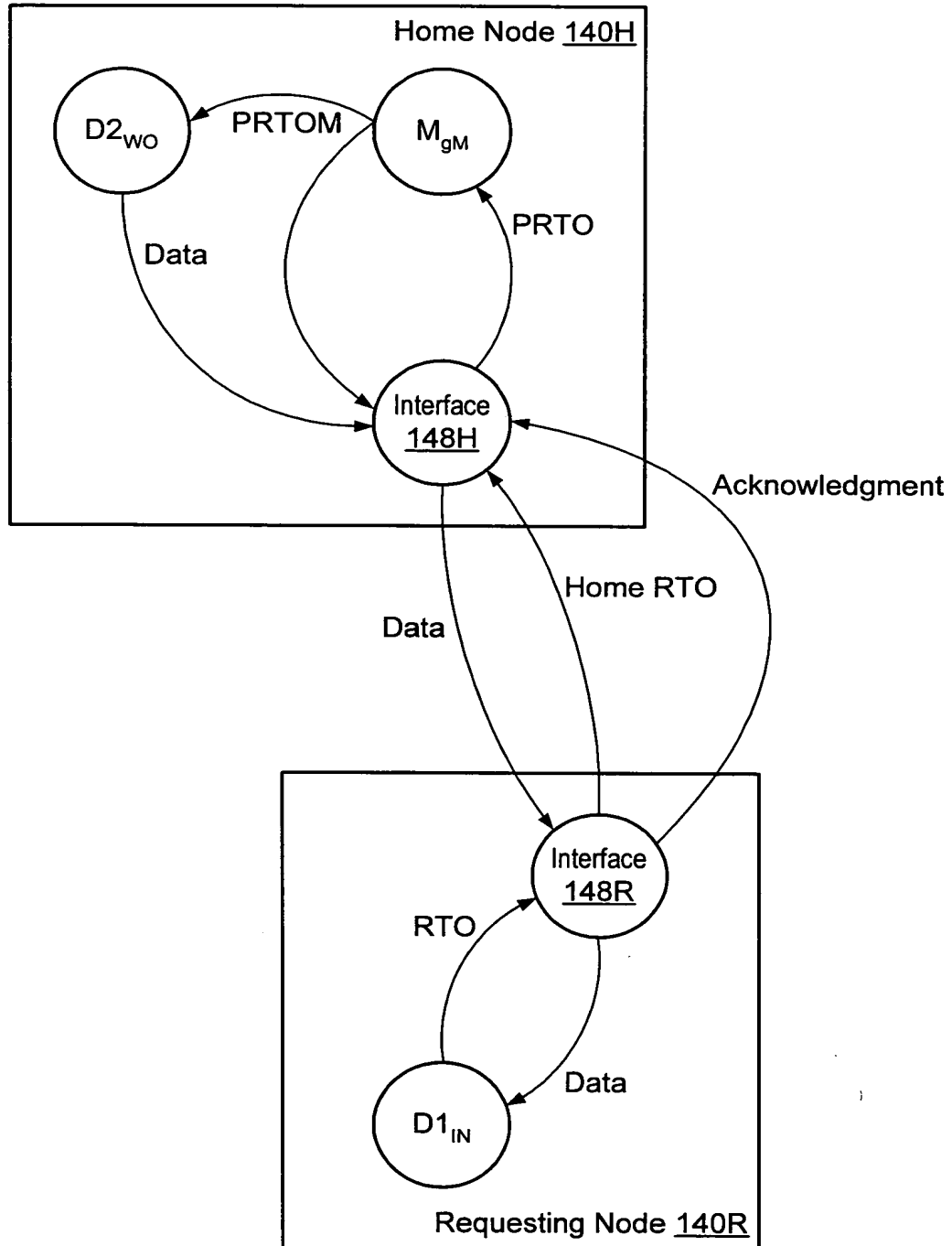


Fig. 34

Response Info	Coherence State	Home Memory Subsystem Action
No	gM	BC Mode-- Allow owning device to respond. PTP Mode-- Forward response to owning device
No	gS	Send REP packet to interface if write access requested
No	gl	Send REP packet to interface
Yes	gM	Respond with copy of the requested coherency unit

Fig. 35

Response Info	Memory Subsystem's Action
mN	Does not respond with copy of coherency unit because a cache within the node owns the coherency unit
mR	Does respond because memory is the owner
mS	Does respond to requests for shared access because memory has shared copy and no active device has ownership; does not respond to requests for write access
ml	Does not respond because memory's copy is invalid

Fig. 36

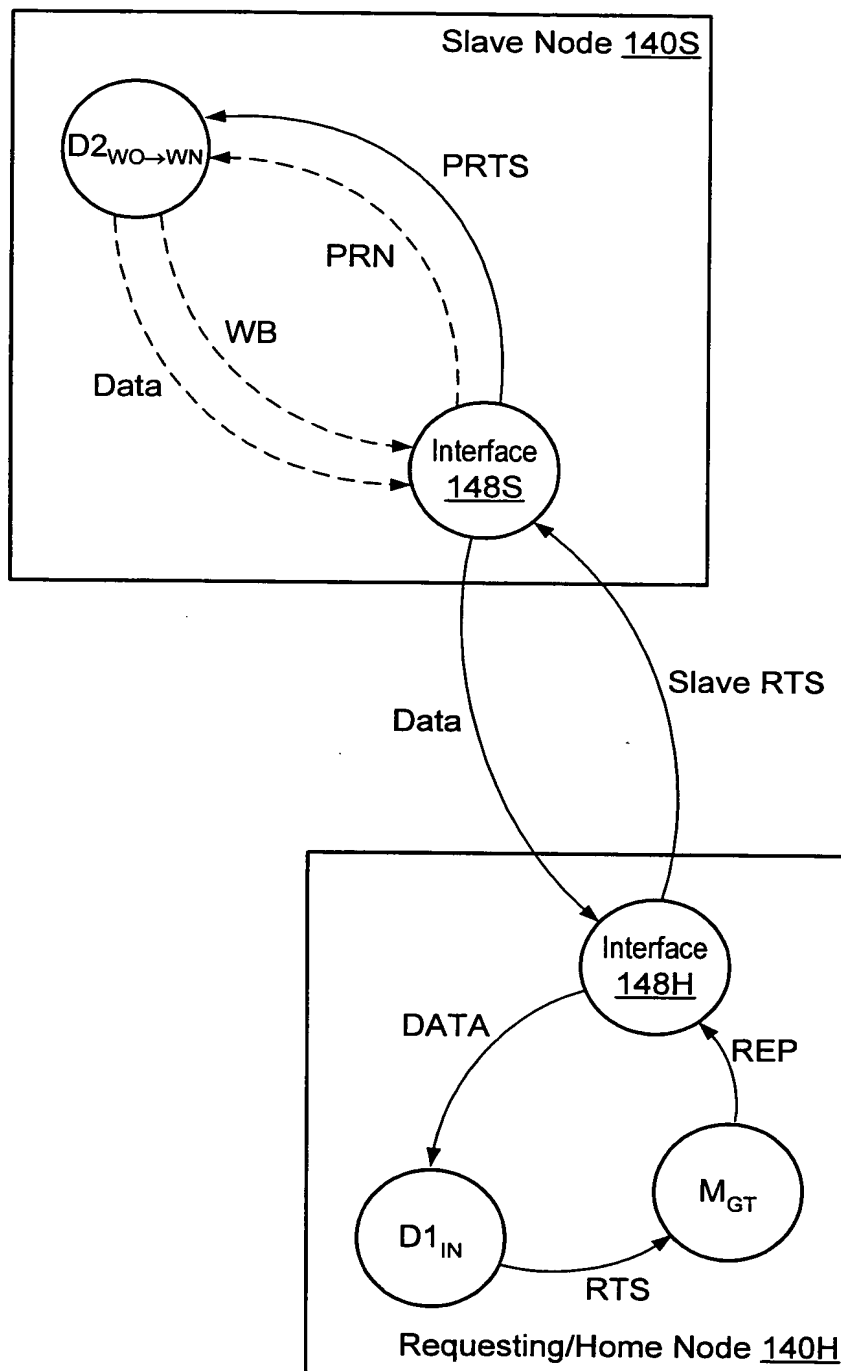


Fig. 37

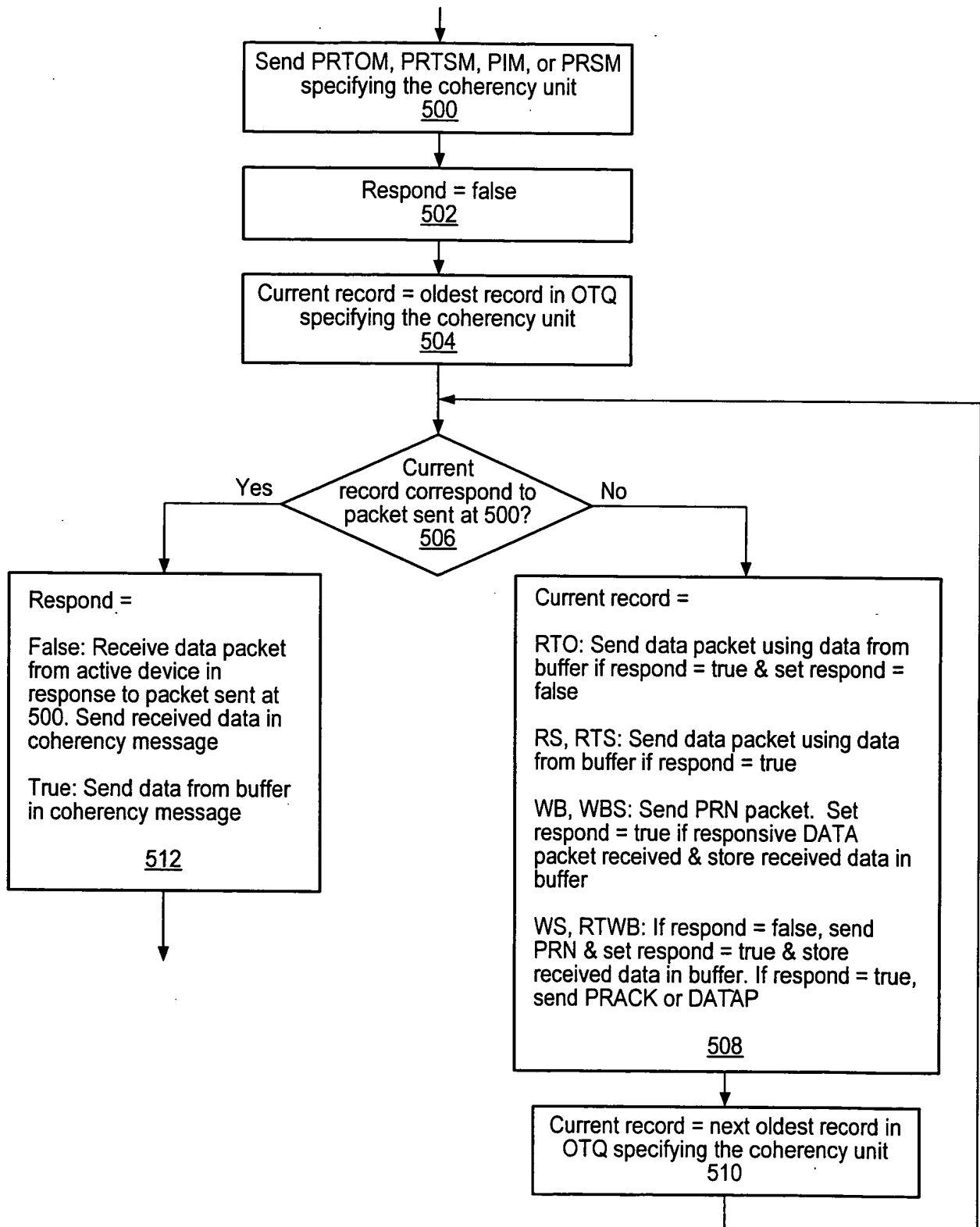


Fig. 37A

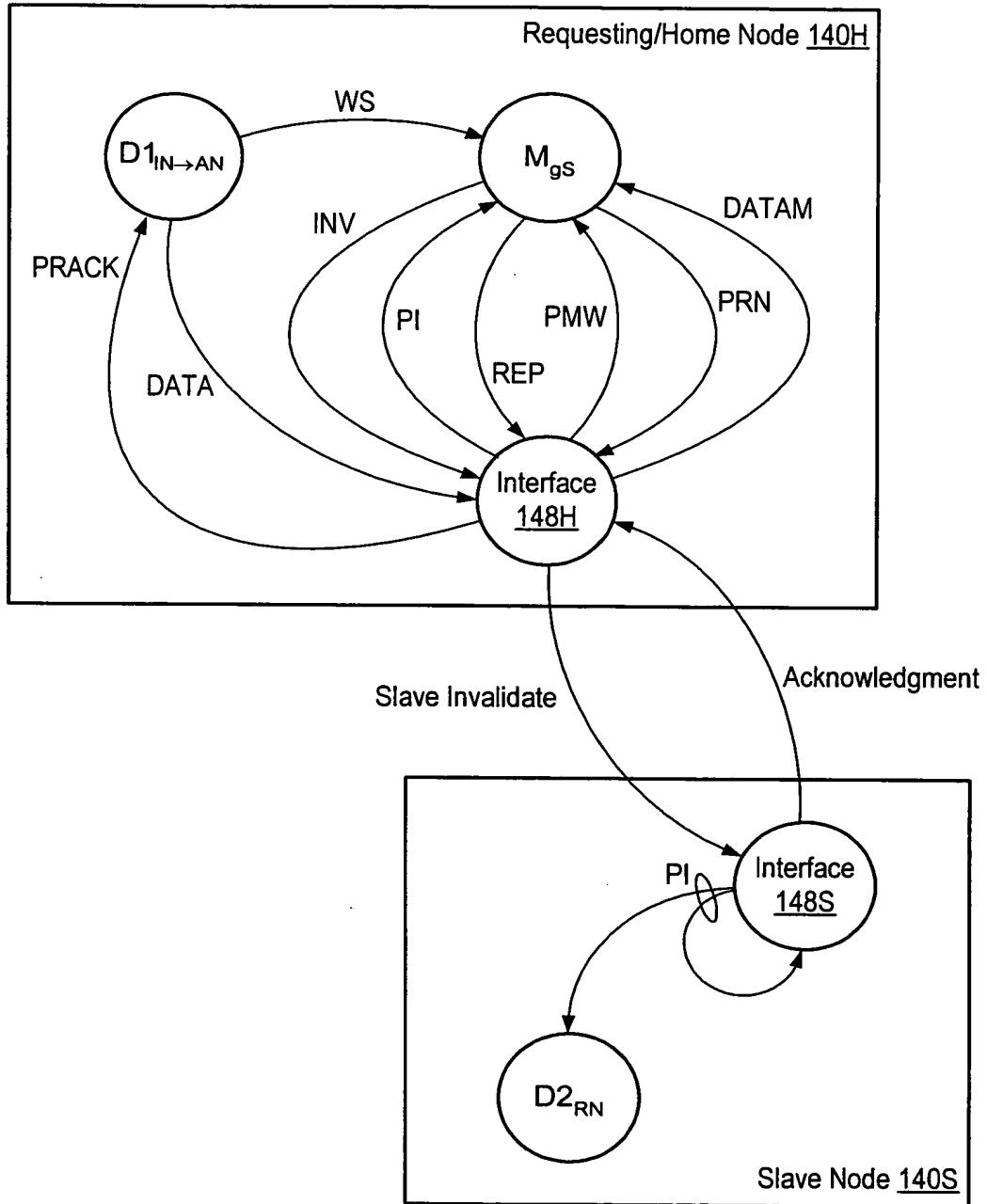


Fig. 38

Packet Type	Full Name	Description
RWB	Remote WB	Request sent from an active device in a multi-node system to an interface in order to initiate a WB transaction
RWBS	Remote WBS	Request sent from an active device in a multi-node system to an interface in order to initiate a WBS transaction
RWS	Remote WS	Request sent from an active device in a multi-node system to an interface in order to initiate a WS transaction

Fig. 39

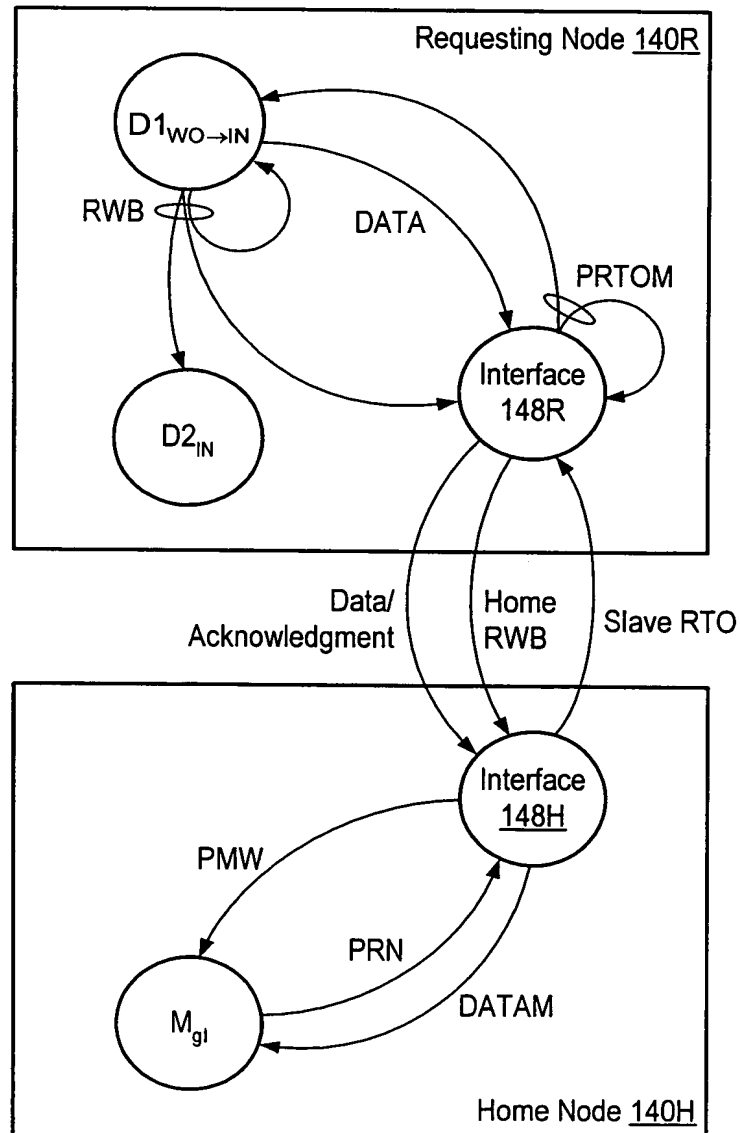


Fig. 40

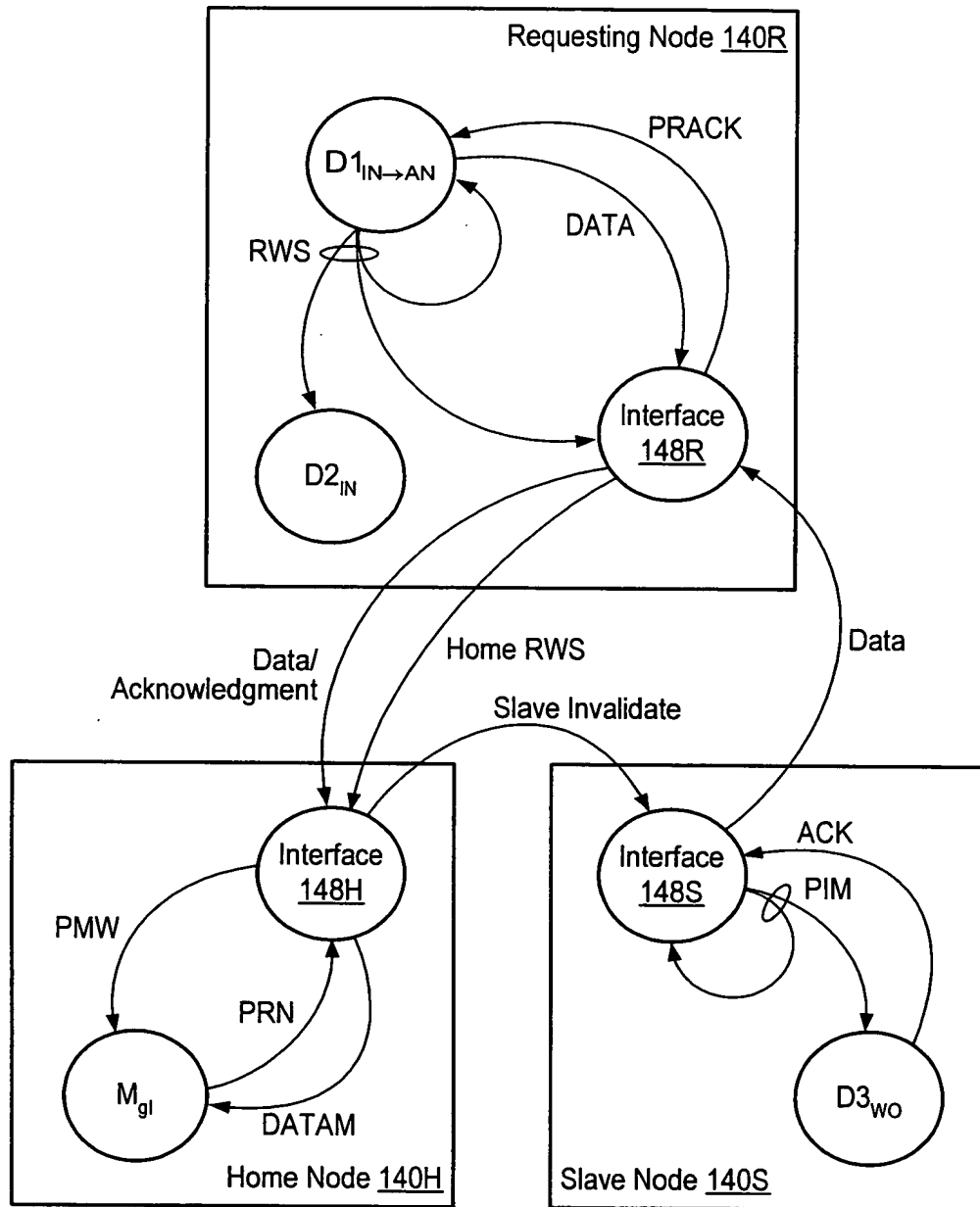


Fig. 41